

include values, multipliers, modifiers, monetary prizes, non-monetary prizes, physical prizes or any suitable type of award. It should also be appreciated that any of the annular areas or groups on the award wheel **200** may include sections having one or more awards.

[0084] A plurality of award portions or award percentages **206** are associated with the sections in the modifier groups or annular areas **203b**, **203c**, **203d** and **203e**. In this embodiment, modifier group or annular area **203b** includes award percentages of 100% associated with each of the sections in this group. Modifier group or annular area **203c** includes award percentages of 75% associated with each of the sections in the group. Modifier group or annular area **203d** includes award percentages of 50% associated with each of the sections in the group. Additionally, modifier group or annular area **203e** includes award percentages of 25% associated with each of the sections in this group. It should be appreciated that the award percentages may be any suitable award percentage desired by the game implementor. In one embodiment, as shown in **FIG. 9**, the award percentages associated with the sections in each of the modifier groups are the same. In another embodiment, the award percentages associated with the sections in each of the modifier groups are different. It should be appreciated that at least one of the award percentages, a plurality of the award percentages or all of the award percentages associated with the sections within each of the groups may be different. Additionally, the award percentages associated with the sections may be different from group to group. For example, as shown in **FIG. 9**, the award percentages associated with modifier group **203e** are less than the award percentages associated with modifier group **203d**. Similarly, the award percentages associated with modifier groups **203c** and **203b** incrementally increase. It should be appreciated that the award percentages associated with the sections in the groups may increase from the innermost annular area or modifier group **203e** to the outermost annular area or group **203b**. The award percentages may also decrease from modifier group or annular area **203e** to modifier group or annular area **203b**. It should be appreciated that any suitable award percentages may be associated with the sections in each of the modifier groups. Furthermore, the award percentages in **FIG. 9** are shown as percentages or percentage values. However, the award percentages may be represented as fractions, decimals or any other suitable type of award portion, fraction or percentage.

[0085] As will be explained below, the gaming device indicates an award percentage and an award in each activation or spin of the award wheel **200**. The indicated award percentage is multiplied by the or applied to an indicated award in the symbol group to provide an activation or spin award to the player for that activation or spin. For example, when an indicated section includes an award percentage of 25% (**0.25**), the gaming device provides the player with 25% of the award associated with the indicated section in the symbol group. In other words, the gaming device multiplies the indicated award by **0.25** to provide an activation award to the player for that activation or spin. Similarly, the gaming device provides 50%, 75%, and 100% of the indicated awards when each of those award percentages are indicated on the award wheel.

[0086] In one embodiment, each of the modifier groups or annular areas **203a**, **203b**, **203c**, **203d** and **203e** are included

on the same wheel and rotate in the same direction. In another embodiment, at least one of the modifier groups or annular areas **203** is included on a separate wheel from the other annular areas. In this embodiment, the wheels may rotate in the same direction or in different directions. In a further embodiment, each of the modifier groups or annular areas **203** are included on separate wheels. The wheels may rotate in the same direction, at least one may rotate in different directions from the other wheels or a plurality of the wheels may rotate in a different direction. It should be appreciated that the modifier groups **203** may be included on the same or different wheels and rotate in any suitable direction desired by the game implementor. It should also be appreciated that the award wheel **200** may be stationary and the section indicator **208** may rotate about the perimeter of the award wheel in a clockwise or counterclockwise direction.

[0087] The gaming device also includes a bonus award such as a big bonus award **207**. In one embodiment, the gaming device provides a player with the big bonus award **207** when the player accumulates all of the sections associated with an award (i.e., each of the sections associated with an award are indicated or illuminated in the game). It should be appreciated that the big bonus award may be provided to the player based on any suitable number of indicated sections in the game, or other combinations of indicated sections in the game. The big bonus award **207** indicated in the middle of the award wheel **200** includes a masked or hidden award that is provided to the player by the gaming device when all of the award percentages associated with a particular award indicated in the game (i.e., in the number of spins of the wheel provided to the player). It should be appreciated that the big bonus award may be provided to the player when a designated number of sections in an annular area, a plurality of annular areas, a pie-shaped section, a plurality pie shaped sections, or any other suitable section or area on the wheel are indicated in a game. The big bonus award may be an award value, a modifier, a multiplier, free spins, free games or any other suitable award. The big bonus award **207** is provided to the player in the game or in a subsequent game (i.e., free spins) or added to the player's total award in the game (i.e., an award value or credits). It should be appreciated that the big bonus award **207** may be masked or displayed to the player in the game.

[0088] Additionally, a spins remaining display **210** indicates the number of spins remaining in the game. A spin award display **212** (or activation award display) and a total award display **214** indicate the award associated with a particular activation or spin in the game and the total accumulated award provided to the player in the game, respectively.

[0089] Referring to **FIGS. 10A** to **10M**, an example of the embodiment of **FIG. 9** is illustrated where the gaming device provides a player with six activations or spins at the beginning of the game. Also, the player's total award is zero as indicated by the total award display **214**. In this example, the award wheel **200** includes a plurality of sections **202**. The sections are included in a plurality of groups on the wheel. The groups include a symbol group or annular area **203a** and a plurality of modifier groups or annular areas **203b**, **203c**, **203d** and **203e**. A plurality of awards **204** are associated with the sections of the symbol group **203a** and a plurality of award percentages **206** are associated with the